

SURVEY RESULTS

Administered September and October of 2016

Number of Respondents in Part One = 51

Protecting anonymity: No names have been tied to responses. In addition, the order of individual answers to each question varies from question to question. Any specific names mentioned in comments have been changed to NAME.

Notes: Percentages when indicated in whole numbers have been rounded up. Results were summarized through content analysis - looking at the frequency of similar comments and ranking them in order of most mentioned topics/responses. Comments with a * at the end have been listed under more than one category as the content fits multiple categories.

QUESTIONS AND RESPONSES

Your impression of i3Detroit today...

(Please write in as much detail as you can. There's plenty of room to type as much as you want.)

1. The one thing I like best about i3Detroit is:

People/Community

(Friendliness and sense of community)

- The people
- the people
- Community
- The sense of community
- How friendly everyone is
- The Community
- The friendly people.
- How open & welcoming the community is
- good friends
- The tools and people*
- The people/community. There's a lot of smart creative interesting people. People are willing to experiment, share/teach what they know. There's a lot of cooperation and support.*
- The community. People are generally friendly, helpful, knowledgeable and interested. I have always felt very welcome in the space.*
- The variety of people who are part of the overall feel of the space*
- The people/community. There's a lot of smart creative interesting people. People are willing to experiment, share/teach what they know. There's a lot of cooperation and support.*

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(People Helping/Teaching each other/Sharing ideas)

- I like that the main crew of people that seem to be there most times I've been to the space. They are welcoming and have helped me learn much that I need to know about all the zones I have been interested in so far. I would like to continue that energy once I am able to dedicate more time to the space for other members new and old alike.
- can get a lot of help with projects and ideas from a group of open-minded and smart people
- The helpful community
- the generous sharing of knowledge.
- The community. People are accepting, and happy to explain things and discuss ideas for projects. It's a great place to learn.
- Everyone is so helpful
- Other members helping me.
- Open collaboration and learning. Helpful members and great zone coordinators
- The willingness of the vast majority of members to share ideas, skills and enthusiasm with other members.
- The community. People are generally friendly, helpful, knowledgeable and interested. I have always felt very welcome in the space.*
- The people/community. There's a lot of smart creative interesting people. People are willing to experiment, share/teach what they know. There's a lot of cooperation and support.*

Tools/Equipment

- Tools I don't have access to otherwise.
- The tools and people*
- The many tool options.
- Access to great tools
- Tools
- the ability to work on a ton of different equipment, and be around people doing really cool projects
- The laser cutters
- The equipment
- Equipment for a variety of projects*
- Ability to learn new skills/machinery.
- The amount of equipment for the amount we pay every month every month is awesome*
- Amazing variety of tools and equipment at my disposal*

Diversity/Synergy

- The breadth of disciplines under one roof
- How the community fosters the creation of projects that draw from multiple different areas and member's skill sets.
- the diverse talents here
- There is such a broad range of interests, yet this doesn't separate the community. It's perfectly reasonable to see a project made in i3 involve lasers, sewing, welding, electronics, etc. and I would never would have expected that anywhere else.

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Diversity/Synergy (continued)

- Capabilities
- Equipment for a variety of projects*
- Amazing variety of tools and equipment at my disposal*
- the deep and diverse knowledge of its members
- Seeing people's projects that they are working on
- The variety of people who are part of the overall feel of the space*

24 Hour Access

- The freedom to create at any time of day, any discipline
- 24 hour access to tools and space
- The access
- I can walk in anytime and use the tools

Other

- It's a relaxing place that trusts it's members to do the right thing.
- Couches in odd places on which to plot.
- Everything
- It is a great place to work on a project. Probably the best place in existence.
- In theory you can make almost anything there. On paper we have just about everything you could ever need. In practice it is hard to work there (see question 2)
- Ability to do (create, lead, teach, share, dream, take action)
- Low monthly dues
- The amount of equipment for the amount we pay every month every month is awesome*

2. If I could change one thing about i3Detroit I would:

Better Organization, Clean Up and Maintenance of The Space, Tools and Equipment

- Get people to stop leaving a mess and damaging the equipment because they don't know how to use it correctly*
- To become more organized
- Make it better organized
- Institute more accountability for storage/cleanliness of the space. Too many people abuse the space and leave it dirty/cluttered.
- Keep it cleaner and more organized
- Make it look less like a teenager's bedroom. Make it more of a showcase of talent.
- Get people to clean up after themselves
- EVERYBODY PUTTING STUFF BACK WHEN THEY ARE DONE WIT IT AND CLEANING UP AFTER THEMSELVES!! (Note the caps)

i3Detroit 2016 Vision Survey Results - Part One

Better Organization, Clean Up and Maintenance of The Space, Tools and Equipment (continued)

- It would be cleaner. Electronics, like computers not covered in a thick layer of dirt and dust, or surfaces where you could put something together, again, without having to Windex them clean.
- have machines work when I need em and have others clean up
- Maintain equipment uptime and cleanliness better
- Create a more comprehensive system for keeping the space in general clean.
- like to see people pick up after themselves more
- the smell
- More equipment to improve capabilities, equipment includes tooling and machines. Also not picking up every drill bit and it being dull.*
- In practice it is hard to work there (see question 1). The biggest problem is that the hand tools are not organized well and of generally poor quality. Individual items are missing from sets like sockets and wrenches. Hand tools are the link between the large stationary tools and the project. Drills, taps and fasteners are problematic at best. The easiest places to work are the electronics lab and wood shop where the wardens are pretty dutiful about watching over tools. I have not tried the jewelry zone, kilns or welding shop so I reserve judgement there. If you have to drag in all the hand tools you need it is just a big hassle and it is easier to work at home. I would fix the tool crib zone first.
- Make both lasers operating at the same time more often. It seems like one is always down.

More Classes, Certification and Formal information Sharing

- Organized basic and advanced training on certain equipment (e.g. Laser, saws, wood lathe, basic metal working metal and electronics equipment. I know some training exists but it is not easily scheduled and, seems to fall on the shoulders of the same people and I am reluctant to ask for the training unless it is still scheduled.
- Offer more training and certs on equipment
- Make sure there is a clear path for any member to learn to safely use a tool they are not yet acquainted with.
- Try to have more regular zone-specific on-boarding sessions for new members. It's kind of a social engineering effort right now to get authorized on various bits of the space, which is kind of a double whammy for new folks
- Have zone coordinators have once a month "Welcome to the zone" meetings just showing all the tools, where they are located, and how to use some of them.
- Better funding so we could have more space, more classes, etc.*
- Get people to stop leaving a mess and damaging the equipment because they don't know how to use it correctly*
- I just wish I knew how to do the technical stuff better to keep in touch with events etc. my wiki page is pretty weak also but that's on me really and if I were in the space more I'm sure I could easily find someone to assist me with that.

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Fewer Interpersonal and Leadership Problems

- More of a community - it's impossible to get to know everyone
- Have a culture of disclosure, too much time is spent dancing around the best way to do something, how best to approach someone or the way things were. Occasional group building exercises like rock wall climbing might be a start.
- Tone down mailing list passive-aggressiveness. I understand that some people e.g. leave things out or do not clean their space and that we need to address those things. However, the complaining on the list sometimes gets out of hand, and frankly it is the one thing that gives me pause towards introducing new people as members.
- The fact that people have stopped see have a position in leadership as a civil duty but as power and when it is abused there us no checks to balance it
- term limits for board, and stagger their election
- The drama, more people need to participate not just the one clan.
- remove cliques

Increase the Size of the Shop

- Better funding so we could have more space, more classes, etc.*
- make it bigger, more zones and more tools*
- more private space
- Make it bigger
- Make it bigger. It gets cramped at times.
- The lack of space
- It needs more space

Obtain More Tools and Equipment

- make it bigger, more zones and more tools*
- More equipment to improve capabilities, equipment includes tooling and machines. Also not picking up every drill bit and it being dull.*
- The woodworking tools...need more!!
- Have even more consumable items ready for purchase (drill bits, sand paper, screws, lumber! brackets, etc.). There are lots of items now, I would have more.

Other

- Move it closer to home
- Bring it closer to my house
- Nothing
- I'm not sure.
- Do it myself
- Better HVAC, heck AC period.
- magically distribute duties more evenly. (I'm not saying it's a solvable problem, but I notice there's a high toll for those who volunteer. Eventually, the duties eat the volunteers alive...)

Other (continued)

- The muddled way to become a member.
- More comfortable seating.
- coordinate to participate some interesting large project in maker event like maker faire
- Higher security.
- find a way to feel confident leaving my really good tools here. "This is why we can't have nice things" comes up all too often.

3. I wish that i3Detroit would do more of the following:

More Classes, Certification and Formal information Sharing and Better Notification About Learning Opportunities

- Classes
- Classes
- Classes
- More classes.
- More classes particularly in the metal shop and electronics areas
- Classes for the public, especially kids
- Hold more open zone nights with volunteers/wardens on hand to answer questions about equipment. Perhaps once a month.
- make it easier to get certified on equipment, and offer more classes (basic,mid, advanced) in every zone
- Offer more classes (encourage teachers)
- Kind of a broken record, but: More regular zone-specific events
- I would like to see some classes offered. We have the class room, use it
- classes combining multiple zones (laser+woodshop, craft+electronics, etc.)
- More training sessions on the different machines. And especially more of here's how to do something cool/make a project and not just the Heres how to not hurt yourself or the equipment.
- Be better about one-time event/class visibility. I sometimes miss these coming in on the list, and the calendar that we provide is mostly full of recurring meetings/meet-ups. The "take a class" and "classes / events" buttons on the main website show blog post on events, which are mostly in the past and not very useful.
- Advertising of classes. In our busy lives we often don't sit down and say, "Hey let's look at the I3 calendar and see what classes I can take." I missed the glass kiln class, which I regret, but the extra openings popped up too late and I had a conflict. Social stuff that are not parties. I liked Charlie's popcorn tasting last meeting. Educational outreach. We haven't hosted a First Robotics team there in a while. We need to make room for groups like that.*
- Outward facing (i.e for the community at large, not our membership) classes. That is, classes whose main audience is the public, seems like right now classes target the i3 membership with community members able to fill in the gaps rather than the other way around. This may be more about advertising than actually increasing the number of classes, not sure.
- Group projects or group socialization events or combinations of the two. Also, formal training on equipment for people who are so uncomfortable using it that they don't even want to ask the ZC.*

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More Member Social Events, SIGs, Mixers and Teambuilding

- Community events like member dinners etc
- Group projects or group socialization events or combinations of the two. Also, formal training on equipment for people who are so uncomfortable using it that they don't even want to ask the ZC.*
- Low stress group events.
- Develop more special interest groups and group projects
- More group projects. More SIGs. Only 3 active ones from my knowledge. However, its hard to motivate people when everyone is busy.
- connect members with some fun social/sports events. Big maker event coordination
- Have more events to encourage social interaction between members. Particularly to integrate new members into the community.
- Talk to people who are not part of the daily hangout crowd.
- Advertising of classes. In our busy lives we often don't sit down and say, "Hey let's look at the I3 calendar and see what classes I can take." I missed the glass kiln class, which I regret, but the extra openings popped up too late and I had a conflict. Social stuff that are not parties. I liked Charlie's popcorn tasting last meeting. Educational outreach. We haven't hosted a First Robotics team there in a while. We need to make room for groups like that.*
- Foster collaborations among our existing amazing members
- More pot lucks!

More Outreach and Outside Projects and Events

- More events/ conventions
- Events (trade shows, conventions, etc)
- Marketing and branding
- Sharing on social media and update web site
- Inner city outreach
- Target the community outreach per zone. Incentivize or reward excellence (towards the cause, towards the physical space).

Other

- Keep doing what we are doing. Pretty cool place.
- Bring in art people!
- encourage new-zone and new-member diversity. My particular zone feels pretty stale-- sometimes both the zones and the people feel like they have stopped growing, at the expense of possible new participants. Again, how to do it is the rub...Expand the footprint of existing zones and allow easy creation of new zones (which isn't possible in this space)? Encourage portable microzones? Encourage existing zones to metastatize or compete (which could really be hard on people)? Encourage existing zones to put in built-ins and shrink their footprint (which is hard as hell and likely to fail) so new zones can come into being?

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Other (continued)

- Just breathe, too many of our problems are whipped up into small crises with a big action(or inaction) where a smaller but persistent action would work at least as well with less mess and drama. i3 accrues many ADD individuals that focus better when there is a clear and present danger, as well as many anxiety driven people that can view small problems as big ones. While action is often necessary, the pursuit of the perfect solution can get in the way of a good one. Everyone makes mistakes, I'd be
- Space optimization
- clean up after themselves
- throw away junk
- automate more of the tasks in the space
- More options for renting project storage (everyone can get a space now, but if larger spaces were available for \$20 a month, that might be cool).
- I think i3 should invest more heavily in capabilities that I would not reasonably be able to achieve in my own garage.
- Maintain and repair.... the big plotter comes to mind. I know Bumblebee is subject to problems. There are several "graveyards" of used crap around the space that are full of so much discarded crap, labeled "to be sorted," that it really can't be touched. The electronics shelves by the wood shop comes to mind, same with the e-lab.
- Ask for money for the services they provide
- Showcases! I would like to see stuff that was made to inspire/ learn from.
- Electronics and woodworking
- Expand?

None/Not Sure/No Answer

- not sure
- no comment
- no real wishes
- Not sure

4. I wish that i3Detroit would stop or do less of the following:

Using Space Poorly, not Enforcing Parking Rules and People Leaving Messes

- letting unused space/zones be wasted
- I would like to avoid having any permanent zone or piece of equipment that appears to be reserved for an exclusive group of people. Any member should be able to be granted authorization to use anything in any square foot of the shop.
- Hoarding crap that can't be salvaged.
- Letting bad parking of stuff in the space go unaddressed
- have junk everywhere- need more open spaces to work/ show work.
- I wish people did a better job of removing their stuff when they left for the evening. Also, the chairs are pretty funky. Maybe we should get non-fabric ones.
- rely on members kindness for cleanliness of the areas

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Not Resolving Interpersonal Conflict Effectively, Including too Many Complaints on Mailing List/ Message Boards

- Having interpersonal conflicts that are resolved poorly due to communication problems or difficulties in effectively and directly approaching the conflict.
- Less inter-personal bickering
- Being catty on the list; see answer 2.
- Broadcast complaining on message boards. Some weeks it seems like i3's core mission to complain. Can we find a way to speak directly to the offenders?
- Complaints/more positives
- Turn away/turn off members for not being independent enough or tech-savvy enough. I think it hurts our diversity. Also send less administrative emails like parking tickets/permits and storage cleanouts. The more of those emails that get sent out the less people read them and the more it just seems like the mailing list is full of people nagging. *

Being too Exclusive. Both in Social Cliques and in Not Welcoming Less Technically Inclined Members

- High school clicke BS
- Members being more inclusive
- There is a certain arrogance in leadership. There are members of leadership or who have been around a long time who come off as arrogant and condescending to anyone who is new or inexperienced. There are too many derisive comments about someone not knowing something or not following the right process. Guess what? The wiki is not always well organized and the information we need can be hard to find. This attitude is unwelcoming towards newcomers and makes people not want to get involved.
- Turn away/turn off members for not being independent enough or tech-savvy enough. I think it hurts our diversity. Also send less administrative emails like parking tickets/permits and storage cleanouts. The more of those emails that get sent out the less people read them and the more it just seems like the mailing list is full of people nagging. *
- Promoting engineers and IT people. We need to expand to other people like the arts

Inefficient Meetings and Decision Making

- Long drawn out meetings
- meetings are not very interesting for a lot of general members
- Bureaucracy. I think elected officials should have more autonomy and be allowed to make decisions without getting mired in email exchanges/votes/rigor-morale. Elected officials work very hard and their time is just as valuable as the membership's so they should not feel hindered by unclear policies when determining the best course of action for a task. As long as they act according to the space's principles and in its best interest they should be allowed to work unfettered, and if membership feels differently, they are welcome to volunteer.
- bad or incomplete decisions

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Other

- ah...hm. ...I can't think of anything to stop entirely, although less messaging would be nice; I already have a really bad track record keeping up to date with the fire hose of our communications. That said, who's going to do it and how?
- Beating ourselves up about stuff we can't control.
- Flooding
- Walking the line between public and private group. Pick one and own it.
- Stop beating ourselves up for not being a school. We're not a school. Stop pretending anyone can do anything. Aptitude and ineptitude are real. These things distract us from being as positive and powerful as we can be.
- Making projects out of things we should just pay for.
- Smell like rotten onions (brewery smell)
- Crafts
- Less furniture (upholstered couch - they're gross). Nice idea but can't be kept dirt and cootie free.
- Allow members to violate rules

None/Not Sure/No Answer

- Don't really have an opinion here, haven't run into many other negatives yet
- Not sure I can really answer that.
- Nothing really
- Nothing that I can think of.
- can't think of a thing
- N/A
- not sure
- no comment
- I don't have enough involvement yet to have any complaints here
- no real dislikes
- (Can't think of anything - why is response required?)
- Nothing I can think of
- Not sure.
- Not sure
- None
- None
- None
- nothing that i can think of now.
- Sorry but see item 3.
- _(ツ)_/

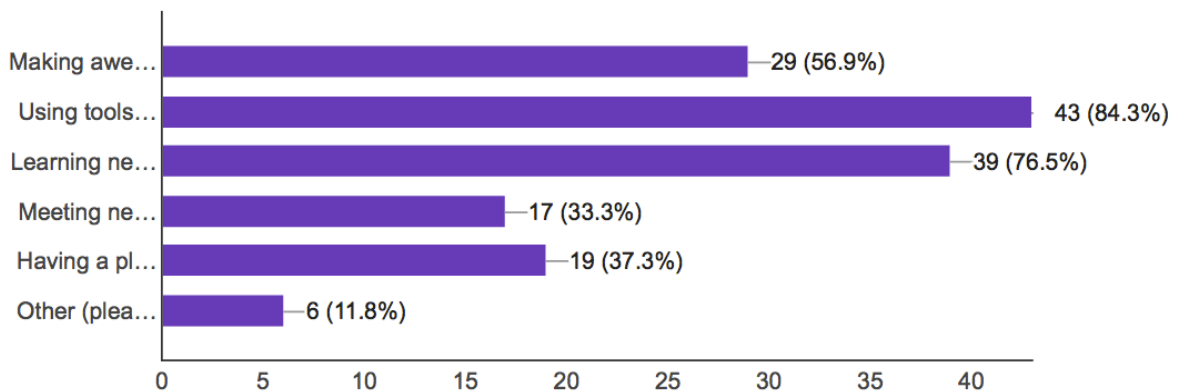
What do you get from being an i3Detroit member?

5. This is what is most important to me at i3Detroit (pick up to 3)

- (84%) Using tools that I could not have at home
- (77%) Learning new skills
- (57%) Making awesome stuff

This is what is most important to me at i3Detroit (pick up to 3)

(51 responses)



- (33%) Meeting new friends
- (37%) Having a place to hang out with cool people
- (12%) Other (please explain below)

If you selected "Other" above, please explain below.

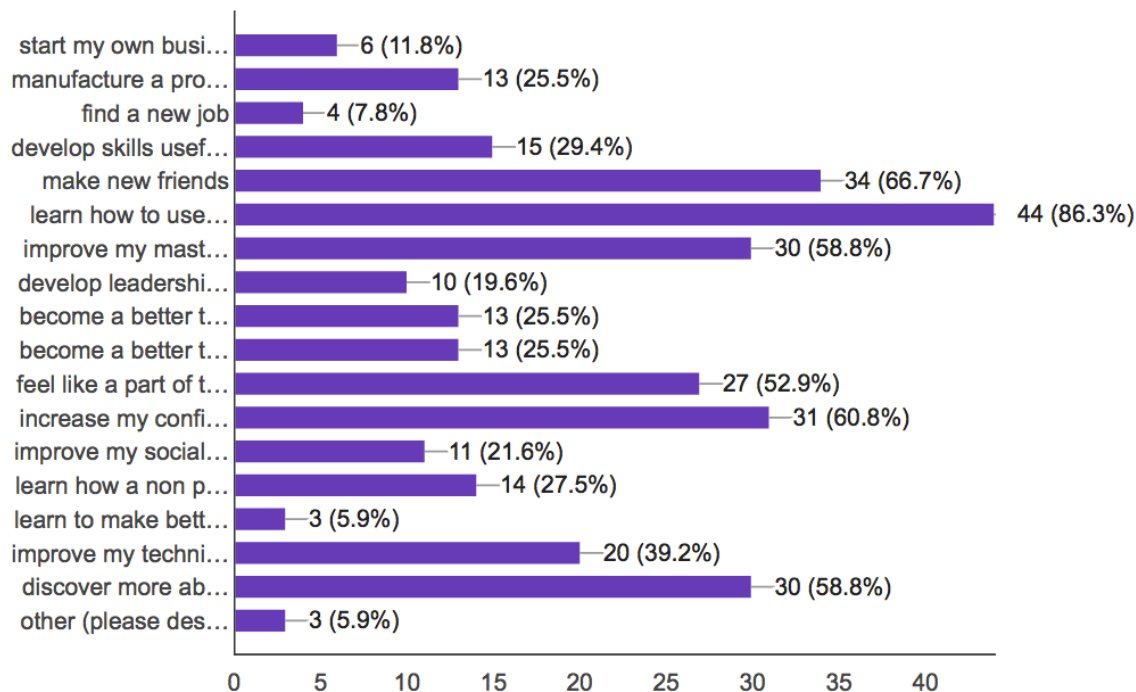
- Pushing the boundaries of what is possible with what is on hand.
- having space for groups to meet and work on projects together
- The other use to apply but now it seems more a shop and less a community
- Having access to a workshop that I can use at any time of night.
- Knowledge
- There's a clear cross-seeding of creative ideas in a shared space. Look at Renaisscylon.

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6. i3Detroit has helped me (mark all that apply)...

- (86%) learn how to use equipment and/or tools that I've never used before
- (67%) make new friends
- (61%) increase my confidence in my ability to make things
- (59%) discover more about the maker movement and makerspaces in general
- (59%) improve my mastery when using equipment and/or tools I have used the past
- (53%) feel like a part of the i3Detroit community
- (39%) improve my technical/computer skills
- (29%) develop skills useful in my job/job search
- (28%) learn how a non profit organization is run
- (26%) manufacture a prototype
- (26%) become a better team member
- (26%) become a better teacher and/or mentor
- (22%) improve my social skills
- (20%) develop leadership skills
- (12%) start my own business
- (8%) find a new job
- (6%) learn to make better presentations
- (6%) other (please describe below)

i3Detroit has helped me (mark all that apply)... (51 responses)



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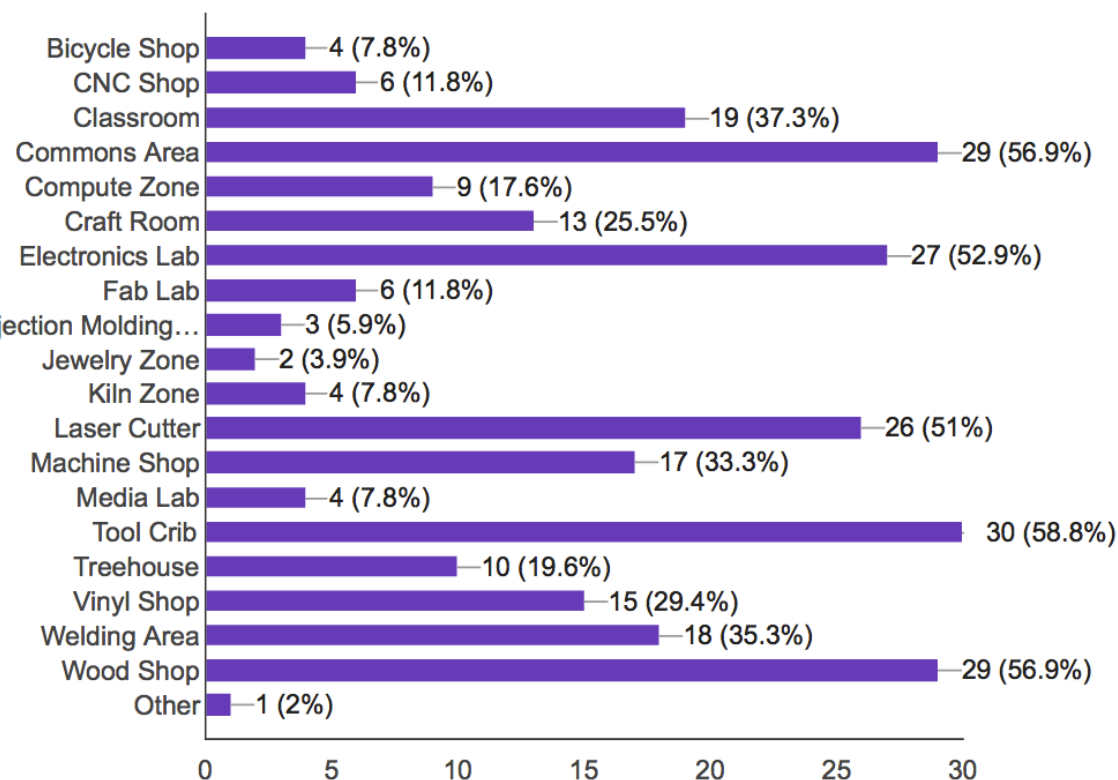
If you selected "Other" above, please explain below.

- Help me stay sane after work/ during my job search
- Learn to say no

What do you think about i3Detroit “zones”?

7. I use the following zones most often (check as many that apply)...

- (59%) Tool Crib
- (57%) Wood Shop
- (57%) Commons Area
- (53%) Electronics Lab
- (51%) Laser Cutter
- (37%) Classroom
- (35%) Welding Area
- (33%) Machine Shop
- (29%) Vinyl Shop
- (26%) Craft Room
- (20%) Treehouse
- (18%) Compute Zone
- (12%) CNC Shop
- (12%) Fab Lab
- (8%) Bicycle Shop
- (8%) Kiln Zone
- (8%) Media Lab
- (6%) Injection Molding Shop
- (4%) Jewelry Zone
- (2%) Other...



If you selected "Other" above, please explain below.

•Perhaps part of the Compute zone, or maybe Infrastructure, but I use the wiki often.

8. I wish that we had the following zone(s).....

(list as many as you would like in order of most important to least important)

Finishing Area

- Finishing Zone
- Finishing (paint/powder coating/preparation/curing),
- Paint spray booth, glassblowing, dedicated "clean" workspace (other than the classroom), forge, powdercoating oven, large 3D scanning area*
- Finishing Zone
- A space for spraying/finishing with volatiles would be nice (but infeasible IIRC from the list)
- metal finishing, powder coat / anodize
- Finishing zone
- auto shop, metrology/microscopy, paint/powdercoating, darkroom*
- Clean bathroom. Electron microscope. Spray booth. Darkroom.*
- Indoor painting area for spraypaint and similar.
- Auto[motive] Zone. Finishing Zone (well vented space with storage/drying options). Brewing Zone.*

More Open Work Space

- Four basic zones, manufacture, repair, art and learning. Manufacture = wood shop, welding, metal, CNC, jewelry, e-lab, 3-d printers, lasers. Repair = bike lab. Art = Textile zone. Learning = classroom and computers. These cross over a lot. Frankly, the place is so packed with old useless crap (see above) that we could recover a lot of room if a major cleanout were to occur.
- flex zones, clean areas for many types of activities
- Paint spray booth, glassblowing, dedicated "clean" workspace (other than the classroom), forge, powdercoating oven, large 3D scanning area*
- Maybe an Assembly Zone where large items could be put together?
- Commercial kitchen (or just a kitchen), Casting/Forging area, Larger quiet area/nap zone, bigger outdoor deck/hangout area with more chairs, more optional storage*
- Kitchen is the only addition I can think of, the zones mainly need to be bigger*

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Painting/Art Studio

- Art studio, or separated art area; there are currently (my) fume problems, sawdust problems, and noise problems with our sharing arrangements in the back, and working in the front risks damaging the classroom or craft room. It's -workable- to do art projects--the kiln zone and jewelry are shining examples--but projects such as painting or printmaking are difficult at best.
- There is one, but it is a corner: the craft room is too small to work in. If I made a print/drawing, painting, it had better be tiny.
- Textile/sewing workroom/studio, test kitchen/culinary arts, automotive, printing/paper arts*
- Leather making and screen printing would be useful zones to incorporate into the space*
- screen printing, DARK projector room/ theater*
- Four basic zones, manufacture, repair, art and learning. Manufacture = wood shop, welding, metal, CNC, jewelry, e-lab, 3-d printers, lasers. Repair = bike lab. Art = Textile zone. Learning = classroom and computers. These cross over a lot. Frankly, the place is so packed with old useless crap (see above) that we could recover a lot of room if a major cleanout were to occur.*

Automotive

- Forge/blacksmith, kitchen, automotive*
- Auto repair
- Automotive
- auto shop, metrology/microscopy, paint/powdercoating, darkroom*
- Textile/sewing workroom/studio, test kitchen/culinary arts, automotive, printing/paper arts*
- Auto[motive] Zone. Finishing Zone (well vented space with storage/drying options). Brewing Zone.*

Hot Metals: Casting/Forging/Blacksmithing

- Forge/blacksmith, kitchen, automotive*
- Paint spray booth, glassblowing, dedicated "clean" workspace (other than the classroom), forge, powdercoating oven, large 3D scanning area*
- Commercial kitchen (or just a kitchen), Casting/Forging area, Larger quiet area/nap zone, bigger outdoor deck/hangout area with more chairs, more optional storage*
- Casting, wire-fu, small stage and camera
- Dedicated leatherwork zone Metal casting zone (I know building permits say no)*

Kitchen

- Forge/blacksmith, kitchen, automotive*
- Commercial kitchen (or just a kitchen), Casting/Forging area, Larger quiet area/nap zone, bigger outdoor deck/hangout area with more chairs, more optional storage*
- Food Lab slash kitchen zone
- Kitchen is the only addition I can think of, the zones mainly need to be bigger*
- Textile/sewing workroom/studio, test kitchen/culinary arts, automotive, printing/paper arts*

CNC/CAD Area/3D Metal Printer

- Four basic zones, manufacture, repair, art and learning. Manufacture = wood shop, welding, metal, CNC, jewelry, e-lab, 3-d printers, lasers. Repair = bike lab. Art = Textile zone. Learning = classroom and computers. These cross over a lot. Frankly, the place is so packed with old useless crap (see above) that we could recover a lot of room if a major cleanout were to occur.*
- waterjet, 3D metal CNC (could be much smaller one),*
- CNC Training, Laser Training*
- CAD (may be more of a sub-zone under the compute zone but it may be useful to have a few decently powerful machines available with CAD software that isn't cheaply available for individuals. These machine also wouldn't get picked up and moved away from their homes like the CNC shop tablet tends to)*
- CNC (Lathe), Metal 3D Printer.*

Textiles

- Sewing
- Sewing
- Textile/sewing workroom/studio, test kitchen/culinary arts, automotive, printing/paper arts*
- Four basic zones, manufacture, repair, art and learning. Manufacture = wood shop, welding, metal, CNC, jewelry, e-lab, 3-d printers, lasers. Repair = bike lab. Art = Textile zone. Learning = classroom and computers. These cross over a lot. Frankly, the place is so packed with old useless crap (see above) that we could recover a lot of room if a major cleanout were to occur.*

Waterjet/CNC Plasma Cutter

- Water jet/cnc plasma cutter zone*
- Metal laser cutting*
- waterjet, 3D metal CNC (could be much smaller one),*

Dedicated Leathercraft Area

- Dedicated leatherwork zone Metal casting zone (I know building permits say no)*
- Leather making and screen printing would be useful zones to incorporate into the space*
- Leathercraft*

Darkroom

- auto shop, metrology/microscopy, paint/powdercoating, darkroom*
- Clean bathroom. Electron microscope. Spray booth. Darkroom.*

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Other

- Paint spray booth, glassblowing, dedicated "clean" workspace (other than the classroom), forge, powdercoating oven, large 3D scanning area*
- Commercial kitchen (or just a kitchen), Casting/Forging area, Larger quiet area/nap zone, bigger outdoor deck/hangout area with more chairs, more optional storage*
- auto shop, metrology/microscopy, paint/powdercoating, darkroom*
- Casting, wire-fu, small stage and camera*
- Clean bathroom. Electron microscope. Spray booth. Darkroom.*
- Dedicated leatherwork zone Metal casting zone (I know building permits say no)*
- Leather making and screen printing would be useful zones to incorporate into the space*
- screen printing, DARK projector room/ theater*
- Auto[motive] Zone. Finishing Zone (well vented space with storage/drying options). Brewing Zone.*
- General glass art zone.
- Water jet/cnc plasma cutter zone*
- Metal laser cutting*
- sheet metal fabrication
- Four basic zones, manufacture, repair, art and learning. Manufacture = wood shop, welding, metal, CNC, jewelry, e-lab, 3-d printers, lasers. Repair = bike lab. Art = Textile zone. Learning = classroom and computers. These cross over a lot. Frankly, the place is so packed with old useless crap (see above) that we could recover a lot of room if a major cleanout were to occur.*

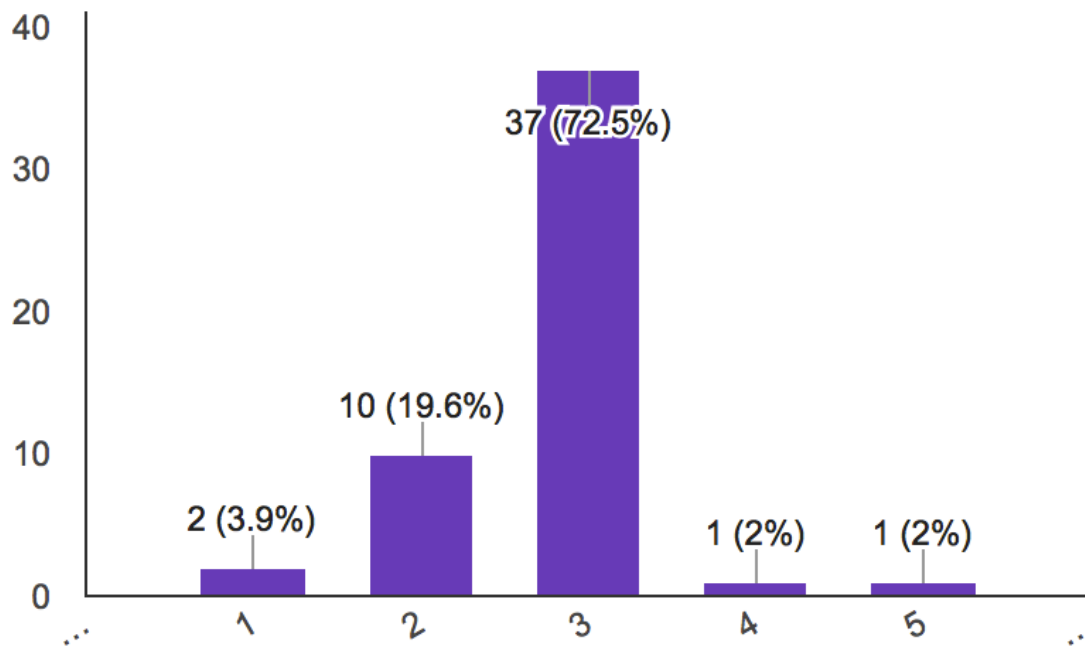
No Answer/No New Zones/Don't Know

- n/a
- No room for more zones
- i like the zones we have
- we have enough zones
- ldk
- No answer.
- None
- (can't think of any - why is this required?)
- I can't think of anything

i3Detroit 2016 Vision Survey Results - Part One

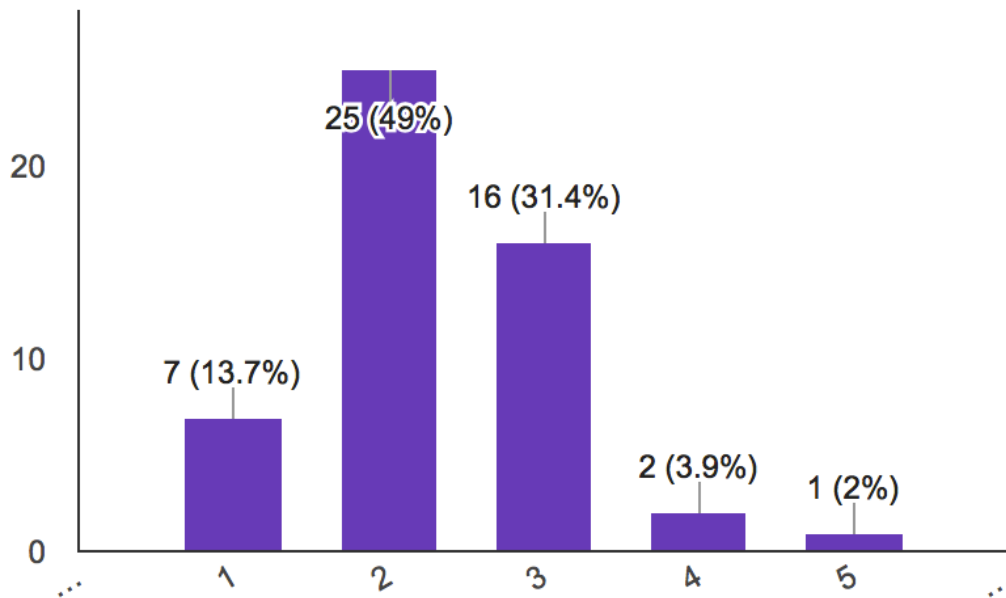
9a. **Ideally**, I think the balance of industrial/technical zones (for example the CNC and Elab) to craft/artistic zones (for example the craft/sewing room and kilns) at i3 **should** be...

1 = Mostly Industrial/Technical 3 = Equal Balance 5= Mostly Arts/Crafts



9b. ***In reality*, I think the current balance of industrial/technical zones (for example the CNC and Elab) to craft/artistic zones (for example the craft/sewing room and kilns) at i3 today ***actually is*** ...**

1 = Mostly Industrial/Technical 3 = Equal Balance 5= Mostly Arts/Crafts



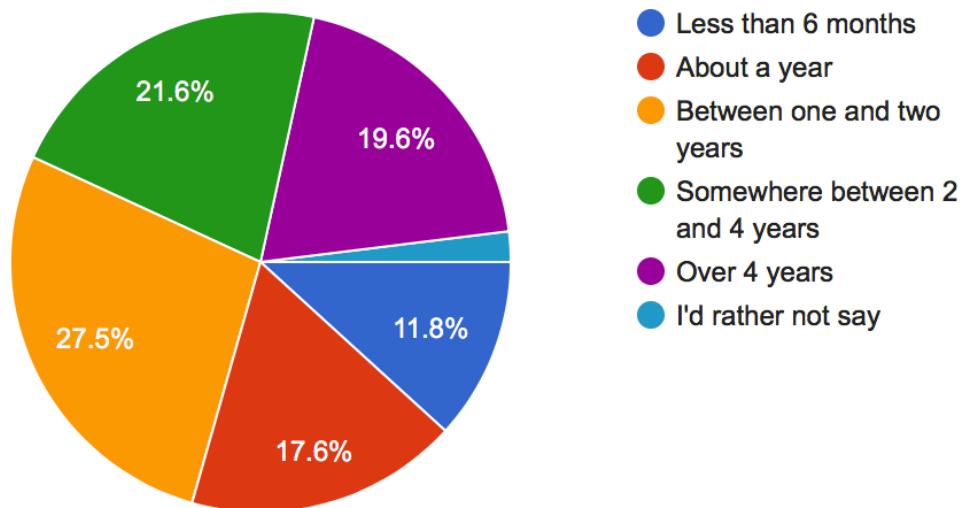
Stats

These questions will give us more insight into how aspects of i3Detroit affects different groups in our community in different ways. They will not be used to identify particular individuals.

10. I have been a member of i3Detroit for...

- Less than 6 months
- About a year
- Between one and two years Somewhere between 2 and 4 years Over 4 years
- I'd rather not say

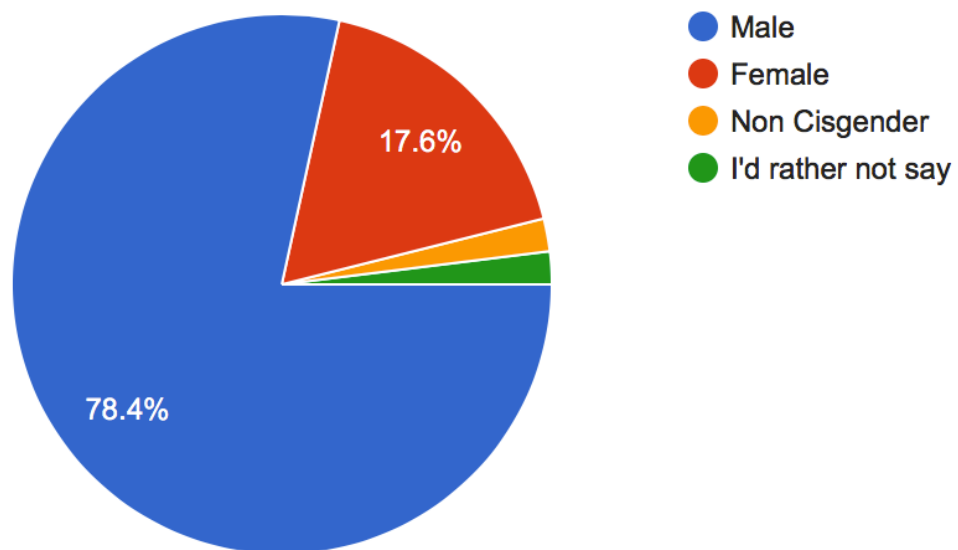
10. I have been a member of i3Detroit for... (51 responses)



11. I identify as...

- Male
- Female
- Non Cisgender
- I'd rather not say

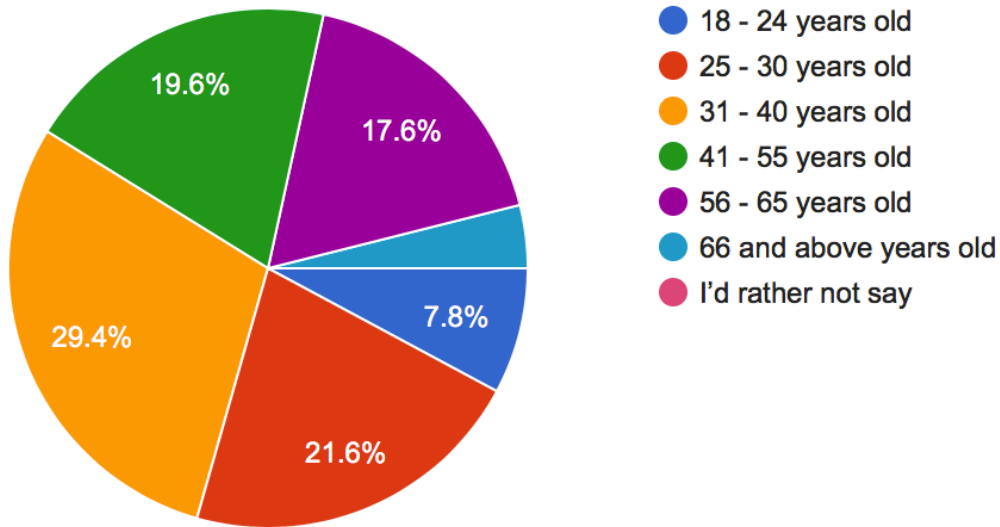
11. I identify as... (51 responses)



12. I am between the ages of...

- 18 - 24 years old
- 25 - 30 years old
- 31 - 40 years old
- 41 - 55 years old
- 56 - 65 years old
- 66 and above years old
- I'd rather not say

12. I am between the ages of... (51 responses)



If you have additional comments or concerns, go ahead and add them here...

- I love i3! I looked at all of the other places around and it was clear which was best for me. i3 is simple and useful. Let's try to keep it that way. One way to do that is to remove all of the clutter and nonsense. It might be time for the group to get rid of things that haven't been used in a year, even if those items are way up high or hanging from the ceiling.
- I love the space and what it stands for. I think the board is very driven and professional with handling matters (many of which I understand the general membership never consider). I hope the tone of some of my responses doesn't come off as critical, only constructive.
- My main issue is the place is filthy dirty nasty. I don't dare try to do anything that requires a clean surface, because there aren't any. I believe a census of sorts should be taken of working and broken things, assess what we need to keep, what needs repair, what can be disposed of and proceed like that. For gosh sake, move the compute zone where delicate electronics won't be subjected to a daily pounding by dust and dirt. I think a water-jet cutter would be a nice addition.
- Promote the arts and that there are females that belong to i3Detroit
- Your differentiation of "industrial" from "crafts" is unhelpful, degrading, pointless, and demonstrates a binary view I'm extremely disappointed to see from an official i3 representative. I am regularly industrious in the sewing room, and I make art on the mill. Perhaps if you split it up "dirty" and "clean"? Or did you really mean "male" and "female"?
- I have to note on 9b: There is a clear effort to support the arts, but like it or not, our existing setup simply doesn't attract artists. Example: New members at meetings almost always identify as interested in the woodshop/laser cutter (most common) or electronics/metal shop (second most common). Thus, while I love the arts, I'm divided on whether we should pursue them actively. I suspect that our history, momentum, and advantage lie in the industrial areas, and I lack the energy and skills to publicize those advantages to the artist communities I've met. We may just have to accept that we simply support industrial stuff better, and groups such as Signal-Return or the Scarab Club simply support art better.
- I feel like it's somewhat hard to get training in areas like 3D printing and others. One of the main reasons I joined was 3D printing. It's been almost a year and after asking several times to be trained in that area, I have yet to find it.
- Rightly or wrongly I feel like some zones are insular. The bike zone, the jewelry zone, the CNC zone, even the Metal Shop feel like a bit of an insiders club. Whereas the laser zone, welding shop, and kiln zone would be an example of a more open-door type zone.
- Parking. Would love a real parking lot.
- Demographic questions should not be required if you want to allow people to be anonymous
- Answering questions totally blank, without brain-tickling examples, is nearly impossible for me. I apologize for the awful lack of creativity in my responses. This would be much more productive as a discussion.
- I really like the survey. Nice job.
- Thanks for doing this. We need a little forward thinking.
- NAME is the best :-)
- You Rock NAME!
- good luck
- The cake is a phalicy